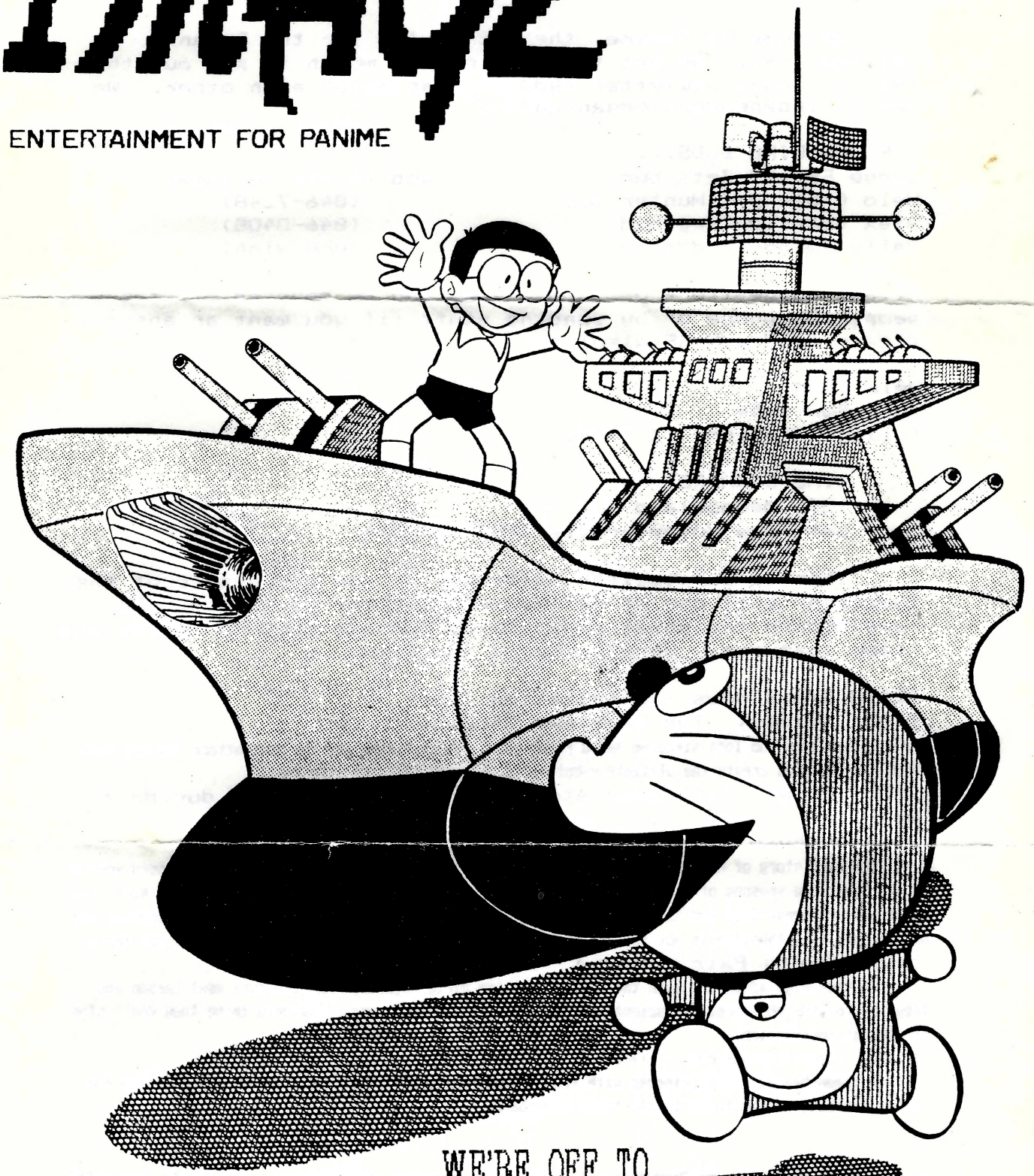
IMAGE

NOVEMBER 1987

ISSUE #13

ENTERTAINMENT FOR PANIME



WE'RE OFF TO
DALLAS CON
UNTIL OUR CASH IS GONE

ANY TIME, ANY WHERE

Welcome to Panime, the anime club for the Bryan/College area. We get together once a month to put out this really sleazy newletter and watch anime or each other. We are an independent organizaton.

THE BUNGLING BUDS...

Jorge Frank- Zeta bud	god thinks he knows
Helo Chen- Gal Hunter bud	(846-7248)
Alex Botello- Hey bud	(846-0408)
Patty Ewing- Buddette	(you wish)

...any suggestions or submissions can be bounced off these people by phone or by sending stuff (if you want an answer, please send a SASE also) to:

Helo Chen
P.O. Box 2454
College Station, TX 77841

TIME & WHERE
1350 Meadowland
Saturday November 21, 1987 12:30-?

This is our twelfth meeting. If you are unsure of the location, call one of our wacky staff for direction. We have broken the usual programming and are showing movies and video features. Here's what's happenin'...

12:30 Group News - Fabrication Time!

1:00 Votoms: The Last Red Shoulder - OAV

It has been too long since we had a robot show. Watch Kiriko and the boys attack the bad guys. Watch the bad guys create the ultimate robot pilot, Elipson (kind of like Zor).

2:00 Chow! Fill your stomach so it won't growl during the meeting.

3:00 Hokuto no Ken - Movie

The epic story of Ken from Lynn to Raoh. The movie is a slightly modified and condensed version of the first two seasons of Hokuto no Ken. In the feature you'll meet the tragic hero Rei, Airi, and Ken's stepbrothers, Jagi and Raoh (note: Ken's other stepbrother, Toki, ate some of Lum's cooking and became very ill; thus, he is not in this movie). And of course Shin, Bato, Lynn, and top-pop Yuria.

5:00 Dirty Pair - Movie

Another high adventure with the Lovely Pair (or Dirty Angels). Kei and Yuri meet Carson and they try to stop monsters, mad scientists, smuggling, blackmail, etc. The only thing they don't stop is rampant destruction.

6:00 Outlanders - OAV

A green-haired alien princess with fangs. Sound familiar? No, it's not Lum, but Princess Kam (safer spelling) comes to Earth and finds a husband.

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LOTSA STUFF!

Greetings! Before I start spouting the news and rumors, I'd like to make it clear that we don't have a September issue. Some of you may have noticed that the Image has a new numbering system. So to clear things up, here is the siutuation...

August Image Vol.2 No.7 with the Ikkiman cover was Kirk's last newsletter. September was total chaos, so there was no Image or meeting. October Image Issue 12 was created from semi-pandemonium by the "new" staff.

November Image Issue 13 is the one you'll buy 3 issues of. December/January Image Issue 14-15 is our annual holiday double issue. It will count as two issues on your subscription. Why do we do this? This is due to three major reasons: 1) Ending of fall semester (i.e. finals) and the beginning of the new semester (i.e. moving to a new apartment), 2) Nearly impossible to pry the staff away from their Christmas presents, 3) I lied. There are only two reasons. February Image Issue 16 is the issue we return to the normal (us normal?) production rate.

Zillion, a Lazer Tag Academy clone, is not doing too well in Japan. It is simple and pretty unoriginal. Dragonar is not doing well either, possibly because of its unpopular time spot (5:30 p.m. Saturday). Presently, St. Seiya is the crowd pleaser and has passed its 50 episode mark.

'Tis the season for new animation series and projects to pop up like dandelions. Some of the new series are Aka Kage (Red Shadow), a semi-silly ninja show; Mr. Ajiko, a little boy and his antics; The Three Musketeers; Ready Ready!!, a show about a little blond girl and her female relatives; Nara Kurukun, a modern adaptation of an old black and white cartoon (like what they did to Astro Boy) about an anthropomorphic dog, Nara Kuru and his family; Bikkuriman (Surprise Man), a children's sword and sorcery show; and Around the World in 80 Days, adaption of the book with anthropomorphic cats. There is a possibility of a new Dirty Pair series.

Some of the new videos are - Bubble Gum Crisis 2: Born to kill; Gall Force 2: Destruction; Lily Cat, a funhouse horror; TO-Y, an adaptatiin of a popular Shonen Sunday manga about a rock star's life; Dead Heat, a 3-D transforming motorcycle race show; Good Morning Althea, another "Project Iczer Super Fandora" show; Devilman, new video of an old show about a boy who transforms into a beastman so he can battle demons (mostly female); Dangaioh, a giant robot show with 3 heroines and a bloody lucky dude; Urusei Yatsura '87 - a wacky video with rabbits, doors, dimension/time travel, and the ol' goofy gang; Kaze Tokinoshi (Poetry of the Wind and Tree) - a boy's school love affair (I'll refrain from commenting) ; and Radius, another robot show with naked girls. Also thee are rumors about a Macross movie or video in the making.

Now, let's talk comics! I am sure most of you have heard about Angel Comics release of Hokuto no Ken (Fist of the North Star). However, I have been informed by one of our members that they had a rights problem and may no release it. Another member (Gene Chin) wrote to me and said that Marvel "signed a letter of intent to publish and translate Akira." The format will be simsilar to Lone Wolf and Cub (First Comics) at $2.95 each. It might appear in the stores next year, but a contract has yet to be drawn up. Yet another helpful reader (Mark Dmuchowski) informed me that Eclipse will add Xenon and Marginal to their other popular manga titles.

From comics, we now go to plastic kits! The new St. Seiya kits are here! Each kit (by Bandai) has the character, armor display stand, and TWO armors. One armor is in black (for the Dark Saints) and the other is in a metallic color (for the normal Saint.) In the earlier kits (which are cheaper), there is only one armor melded in a pearly color. From yet another reader (Andy Yanchus), the modeling break-through of Bandai can be seen only in their new Dragonar 1 with lifter kits. What is so unusual about the kit is that some parts have more than one color of plastic in ONE piece. This is to help people (mostly younger children) who want to build kits but cannot or will not paint the details. There are more Dragonar kits about to be released including a new custom Dragonar 2 and Dragoon. Of the Dragonar kits on the market now, the difference between the regular Dragonar (1,2,and 3) and the Dragonar with lifter kits (1,2,and 3) is that the regular Dragonar has an extra gun that shoots and the other has the lifters. There are also other very small differences like Dragonar 2 with lifter is missing a small shoulder gun. Well, that's it for me for this issue. I would like to thank everyone who wrote me and I'm sorry that I don't have time to write back.

Helo Chen

You are already dead -if you

MECHAMAN

MECHAMAN VS. NINTENDO

It was a dark and stormy night. Red Leader had been gone on leave in Japan for three months. He had been spending his financial resources, as well as mine, in the land of the rising sun. So far, I was optimistic. I had instructed Red Leader to buy me anything that I did not have that was connected to Lupin, Dirty Pair, Lensman, or Captain Harlock. I was not prepared for the shock that I would get when Red Leader returned with his trinkets.

Red had presented me with a number of sundries when he came back; a 3-LP Lum BGM collection, some posters, a Dirty Pair book, but one object in particular that he showed me was a sudden jolt to my microprocessors: a Japanese Nintendo system. I reeled when I saw it. At first, I was not sure if I should be grateful; had all my funds disappeared to get this piece of machinery? Apparently, not, for this Mechaman could easily handle the financial burden of the purchase which came around to roughly $120.00. I decided to take the rather small and insignificant looking Nintendo system as one of my own. I was also thankful that I no longer needed to conduct my experiments with previously acquired Japanese Nintendo cartriges. The thrust of the experiments had been to convert the cartriges for use on the American Nintendo system, but since I now had the Japanese Nintendo, which is a bit different, the project was terminated. I quickly went home to hookup the system, which provided no trouble with my existing video game connection cords. The only problem I encountered was that the signal could only go through channels 1 and 2, in opposition to channels 3 and 4, which is the norm for most American game systems. This difficulty was solved when I switched the tv's channel dial to 10 or 11; the signal then came in fine.

The appearance of the Nintendo system is hard to describe. No American game system looks like it, not even the American Nintendo. It is comprised of the colors white, orange, and maroon. The controllers are not removable, however, the catalog that came with it advertised other controllers your could get for the system, including a light gun (sorry, no robot). The controllers that did come with the system are reminiscent of the American system, the same dumb ones. In addition, the 2nd player controller has a microphone with volume control that emits sounds through the TV's speaker; presumably it is used to frighten your opponent because there is no other apparent use for it. The controllers are easily stored at either side of the system. The unit itself is about 8 inches long by 5 inches wide and only 3 inches high. That is small!!! Cartridges inserted can also be ejected by use of a sliding lever but I prefer to pull them out by hand.

The cartridges for the Japanese Nintendo are also different from their American counterparts. They are smaller (half the size) and more colorful. Most of the instructions are in Japanese, including the writing on the same screen, although the Jap's liberally use American and Japanese writing most of the time in their games (I presume English is easier to program that Japanese). Some of the Japanese games have already been released for the American system, including most of the arcade hits and a few games form the Jap TV shows, like M.U.S.C.L.E (Kinnikuman). One problem is that the American counterparts have less memory that their Japanese ones. For example, Kinnikuman from Japan has a wider choice of wrestlers you can pick for your tag team than the American version. I think one reason for this is that the game was originally on disk. Yes, you "read" me, disk!!! The disk drive (macintosh disk; 3.5 inch) and keyboard can be added to make the Japanese Nintendo system into a true computer. This explains why the many adventure games for the Jap system have yet to come out for the American one but this is being changeo. The legend of Zelda is a perfect example. The American version of the game has a built-in watch battery, good for five years. This means you can save and record information on the cartridge. The one drawback is the 5-year time, once the battery runs down, you can replace it but all information is lost.

Despite many pros and cons, I prefer the Japanese system over the American, the reasons being:

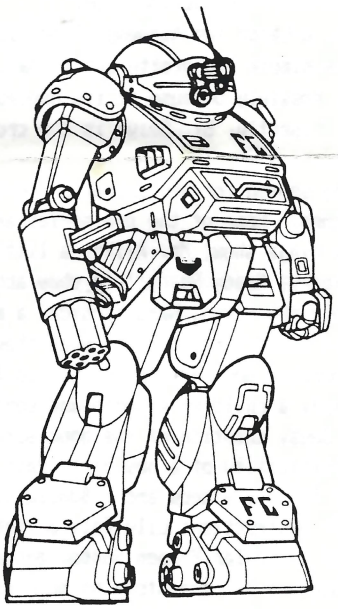
a) More games
b) More games from Japanese animated TV shows
c) Disk drive and keyboard (which I have yet to get)
d) Wider choice of controllers (for now)
e) You don't see a Jap. Nintendo system everywhere (originality)
f) In terms of game play and system usability, both are equally good

The only two marks agains the system for any American is:

a) Game instructions and some on-screen info in Japanese
b) You cannot readily get components and cartidges for the system, unless you or a friend goes to Japan or you order through Horizon mail order.

Well, that's it for this Mechaman. Perhaps I'll review another game system. Maybe the American Sega system or the American Nintendo or....

(Mechaman is an anonymous article reviewing toys, plastic kits, etc. If you have such an item you would like to review under the guise of Mechaman, write it up and send it to us!)



My mother is a what?

DEAR CHERRY

Dear Cherry,

Can you PLEASE give me some advice? I live in Dallas, and as you may know, its a haven for the EDK zuggs. These guys spend their time drawing bad sketches of animation girls in the nude. If that's not bad enough, they've encouraged me to draw them, too! In their recent NOVA 10 newsletter, an actual quote is "Let's see some new stuff....Lisa Hayes in Leather or a Bikini!"

I hold some of those girls sacred, Cherry. I don't think I can stand it anymore. They try to SELL those pictures at cons for PROFIT!

Gatling Cannons, Atomic weaponry, and Beam sabers have NO effect on these mutants. What can I do?!

Damned in Dallas

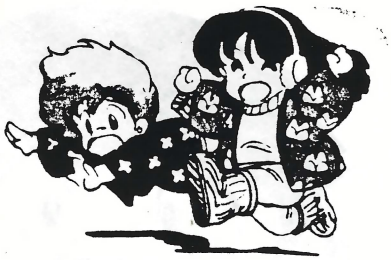
Dear Dallas Damned,

The news you brought to me is startling. Lisa naked? In leather? Next to a bed? With a whip? And a can of WD-40 (pant, pant)? My what evil, depraved people! D.D, my limitless sagacity suggests that you ignore them. If you stop them, you'll never know the bakas (fools) from the normal people. Your tolerance will be rewarded when the Zen clogs their virility. Now how much were the pictures?

Dear Cherry,

I've got a crush on a big, strong man named Ken who is a really sensitive person when he's not blowing up evil mutants. The problem is, he's twenty and I'm only seven, so he thinks of me as a little girl. How can I make him see me as a woman?

Young and alone



Let's play D & D... "Dress up and Destroy"!

Dear Young and alone,

To make Ken see you as a woman, you must first see yourself as one, then act like one. Let yourself get kidnapped and while you're at your captor's place, learn to play a harp or yoyo's. If this advice doesn't work, then then try some martial arts. As the wisest (and handsomest) monk in Japan, I suggest you study the art of Hokuto Hormones Ken or the "Northern Nubility Sytle". Mia pioneered this style and eventually convinced Captain Harlock to marry her. However, there is only one drawback; it takes seven years to master this technique.

Dear Cherry,

People often avoid me when I'm around. I know I'm a nice person because my pet rock told me. But nobody ever talks to me. What's wrong with me?

Neglected Wrestler

Dear Neglected,

When I was young and not as handsome as now, I sat and meditated under a cold, churning waterfall. The freezing water numbed my toes and other important organs of my body. Turning my attention inward, I sensed the peace, the latent calm, the Zen, and the leech behind my ear. After eating the leech, I drifted from the waterfall toward shore. Next, I jogged down a valley, around Mt. Fuji, up a cliff, through a tree, and over the Inland Sea on my elbows. Neglected, I don't expect you to do all this because it doesn't help. Instead, wash yur butt. A clean Zen will bring you friends!

MUSICAL NOTES

Yo! Since I had nothing better to do this month while waiting for the saucy wench to activate her ringer, I pulled out all my old anime BGM albums and decided to give everyone my own biased rundown on some of the tapes floating around out there:

Cat's Eye 2nd season BGM: Well, not being that much of a Cat's Eye fan, I was a bit surprised that I liked this one so much, even though Anri isn't singing the songs anymore. Here the songs are only fair but some of the BGM sequences are downright brilliant.

Touch Song Collection: I read somewhere that, socially speaking, 80's Japan is roughly equivalent to 50's America. If so, then the music for Touch is especially appropriate for its time. Many of the songs, even the ones that don't borrow from the music of the Fifties, evoke a strong wistful, nostalgic feeling. The rest, such as the first and third title songs, are more up-to-date Japanese pop.

Gundam Singles History: This is mucho expensive double album. The first album covers the old series and the three movies, and except for a few songs (the delightfully campy, Yamato- like "Tobe! Gundam!"; and the hauntingly beautiful, Beatlesque "Beginning") is mostly dispensable. The second album covers I and II and compares favorably to any anime album out there. But the high price makes this a package for Gundamaniacs only.

Tobikage BGM: If this series was a bomb, it certainly wasn't because of the BGM, which is very lively and refreshingly different from most mecha show BGM's.

Hokuto no Ken movie BGM: This one is notable if for no other reason than its sheer variety. There is orchestra music, Mangione style jazz trumpets, Kodomo band rock, you name it.

Macross TV BGM #1
Macross movie soundtrack
Macross Song Collection
Macross BGM Collection: Yeah, I admit it, I still count myself as a Macross fan despite the best efforts of Carl Macek and the Australians to ruin it for me. The BGM for the show revlutionized mecha show music, and the show popularized the idea of putting a singer in the cast to increase the possible soundtrack tie-ins. Minmay's songs are about the level you'd expect from a 16- year old songwriter (Debbie Gibson notwithstanding). The big surprise in the Song Collection is that Misa Hayase's voice actress can carry a tune too. There are multitudes of Macross albums out there; my personal recommendations are the Song and BGM collections.

Megazone 23 soundtrack
Megazone 23 Pt II soundtrack
Megazone 23 Song Collection: There are some unavoidable comparisons to be made between Macross and Megazone- same studio, same director, same mecha designer, same singer-in-the-cast gimmick. The character designers for each show also assisted on the other. The Eve songs from Megazone always seemed to me to be grown-up Minmay songs (the Megazone 23 Song Collection also contained some all-new material that altered my opinion somewhat.) The BGM's for the two shows are totally different, however, with Macross going for the orchestral sound and Megazone for heavy guitar riffs which, for pure instrumental rock, ain't bad at all.

Mospeada: Love, Live, Alive: I listened to this one for the first time in a long time recently and it only served to remind me of why I didn't like it in the first place- the bozo in the background banging his Casiotone with a monotonous beat guaranteed to drive you up the wall after two songs. It really irks me too, because the whole album would have been much better without it. The (male) Yellow Dancer can really sing. My other big gripe: for a supposedly "live" concert, this album made absolutely no attempt to sound "live." It's just as much a studio album as the others I've looked at here.

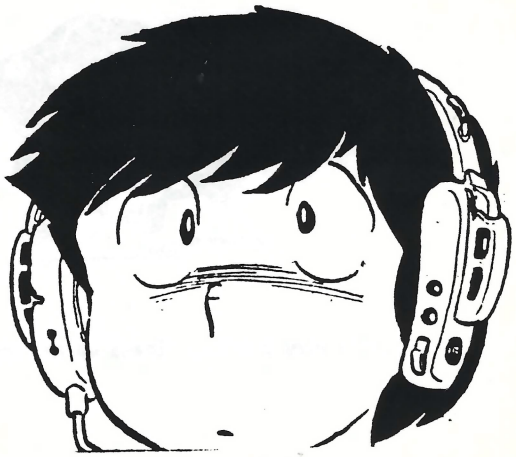
Robotech: The Movie Soundtrack (:The Bootleg!): This one's been floating about since the Robotech movie opened last July when Macek let it slip during a radio interview (which is also on this tape). Unless you happen to know the owner of the first generation bootleg, your copy probably sounds pretty dismal. It consists of a half-decent Three Dog Night song, the John-Williams-ified version of the Robotech theme, and five Eve songs written for the movie. The Eve songs are highly polished productions that put the TV series Minmay and Yellow Dancer songs to shame- the only problem is, they're just not very interesting songs. The radio interview is hilarious; the interviewer manages to make fun of Macek while giving the impression she takes him seriously, and Macek walks right into it.

TAPE POLICY

Panime Tape Library - 11/07/1987

H1 Lensman/ Golgo 13/ Queen Millenia
H2 Kinnikuman/ Devilman/ Wizard of Oz #1/ Oh! Family #1/ Obake no Qtaro/ Dragonball
H3 Doraemon/ Gundam ZZ #9-11, 14-16/ Dragonar #1/ Hokuto no Ken #2
H5 Touch movie
H6 Mospeada Love, Live, Alive/ Dream Hunter Rem II/ Maison Ikkoku #1
H7 Odin/ Dancougar: Lequiem of Rove/ Hokuto no Ken #1
H8 Arrivederci, Yamato/ Dirty Pair: Affair of Nolandia/ Fire Tripper/ Urusei Yatsura 4: Lum the Forever
H9 Starblazers #1-19 (English)
H11 Laputa/ Nausicaa
H12 Megazone 23 Pt II/ Arion/ Touch (2 eps)/ Vifam/ Machine Robo/ Transformers
H13 Gundam ZZ/ Dagger of Kamui/ Dirty Pair Movie/ Dirty Pair #25
H14 Macross: Do You Remember Love?
H15 Megazone 23 Pt II (English)/ Urusei Yatsura TV Titles
H17 Project A-ko
H18 Starblazers #20-39, 40 (1st half)(English)
H19 Project A-ko 2/ Fandora 1-3
H20 Urusei Yatsura: Only You/ Urusei Yatsura: Beautiful Dreamer/ Urusei Yatsura: Remember My Love/ Urusei Yatsura/ Urusei Yatsura Special
H21 Maison Ikkoku/ Saint Seiya #1-10/ Urusei Yatsura TV Titles
H22 Windaria/ Vampire Hunter D/ Iczer I acts 1 & 2/ Samy Missing 99/ Call Me Tonight
H23 Gall Force
H24 Urusei Yatsura (3 eps)/ Panzer World Galient
H25 Be Forever, Yamato
H26 Pollyanna/ Goshogun/ Stray Cloud/ Ikkiman/ Tobikage/ Ikkiman/ Tobikage/ Changeman
H27 Locke the Superman/ SPT Layzner #26

Shh... I'm hiding from Lum until next year.

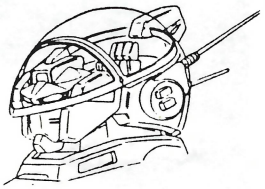


H29 Mobile Suit Gundam II/ Run Meros Run/ Adieu Galaxy Express
H32 Nine pt 1/ Nine 2 pt 1/ Nine 2 pt 2/ Nine pt 2/ Kinnikuman/ Tobikage/ Touch/ Space Cobra
H35 Princess Seyla/ Three Patriots/ Mobile Suit Gundam I
H36 SPT Layzner #15-20, 23-25
H52 M.D. Gaist/ Urusei Yatsura Music Videos/ Bubblegum Crisis
H53 Urusei Yatsura #1/ Urusei Yatsura (11 eps)/ Cutie Honey/ SPT Layzner #35/ Dragonball/ Hokuto no Ken/ Gundam ZZ #15
H57 Outlanders/ God Bless Dancougar/ Wings of Honneamise/ Megazone 23
J1 Robotech #1-17
J2 Robotech #18-34
J3 Robotech #35-51
J4 Robotech #52-68
J5 Robotech #69-85
J6 Starblazers #1-19
J7 Starblazers #20-39, 40 (1/2)
J8 Starblazers #40 (1/2), 41-45, 46 (1/2), 47-52/ Yamato III #1, 3
J9 Yamato III #4, 7-9, 12-16, 17 (1/2), 20 (1/2), 21-24/ My Youth in Arcadia (1/2)
J10 Space Cruiser Yamato/ Arrivederci, Yamato/ Yamato: The New Journey (1/2)
J11 Lensman/ Be Forever, Yamato/ Macross Special/ Orguss Memorial II/ Dirty Pair #1
J12 Yamato: The New Journey (1/2)/ Yamato: The Final Voyage/ My Youth in Arcadia (1/2)/ Macross: Boobytrap (English) Macross #30
J13 Touch #21-30, 32, 33/ Lupin III Pt III #48
J14 Dirty Pair #20-21/ Urusei Yatsura (2 ep)/ SPT Layzner (2 ep)/ Hokuto no Ken #53-54 (1/2)/ Z Gundam #40/ Tobikage (1 ep)/ Touch #19-20, 36/ Gugu Gamma (1 ep)/ Lupin III Pt III
J15 Lupin III (15 eps)/ Lupin III Pt III (1 ep)/ Z Gundam #39/ Touch #35
J16 Warriors of the Wind (English)
J17 Macross: Do You Remember Love?
J18 Cosmo Police Justy/ Megazone 23/ Dirty Pair #18/ Cat's Eye (1 ep)/ Endless Road SSX (1 ep)/ Galaxy Express (English)/ Orguss Memorial I
J19 Crusher Joe/ Area 88 Pt I/ Dirty Pair: Affair of Nolandia/ Cream Lemon #4: Pop Chaser/ Iczer One #1, 2
J20 Macross: Do You Remember Love? (English)
J21 Megazone 23 Pt II/ Z Gundam #5, 36/ Macross #4, 25, 27, 31-33/ Macross Mech Grafitti/ Cat's Eye (1 ep)
J22 Orguss #21-28/ Megazone 23 Pt II (English)
J23 Z Gundam #17-26, 28-31
J24 Z Gundam #32-35, 36 (1/2), 39-42, 45-48, 50/ Gundam ZZ #1
J25 Cream Lemon #1, 5-12
J26 Southern Cross #1-4/ Urusei Yatsura 4: Lum the Forever
J27 Hokuto no Ken #33-38, 40-42, 44-49
J28 Hokuto no Ken #53-56, 58-66
J29 Lupin III: L'Chateau de Cagliostro/ Windaria/ Maison Ikkoku #1
J30 Z Gundam #1-9, 11 (1/2)
J31 Vampire Hunter D/ Area 88 pt II/ Hokuto no Ken 2 #110
J32 Hokuto no Ken #50-51, 58, 67-72/ Mospeada: Love, Live, Alive
J33 Mobile Suit Gundam I/ Mobile Suit Gundam II
J34 Mobile Suit Gundam III/ Gundam ZZ #2-3, 5/ Z Gundam #36-38, 43-44
J35 Z Gundam #9, 11-19
J36 Vifam/ Cream Lemon #1-2/ Queen Millenia
J37 Laputa
J38 Hokuto no Ken (movie)
J39 Hokuto no Ken #1-12, 15-17 (subtitled)
J40 Hokuto no Ken #18-19, 21-23 (subtitled)/ Hokuto no Ken #73-80
J41 Hokuto no Ken #24-33 (subtitled)/ Touch #31, 34
J42 Area 88 Pt III/ Gundam ZZ #9-11, 14-16/ Dragomar #1/ Iczer One #3
J43 Gundam ZZ #26-27/ Touch #35-38, 95, (1 ep)/ Transformers (movie)/ Transformers
J44 Golgo 13
J45 Project A-ko/ Dream Hunter Rem II/ Dragomar (2 ep)/ Saint Seiya (2 eps)/ Hokuto no Ken 2 (1 ep)/ Hiatari Ryoko (1 ep)
J46 Lensman
J47 Dynaman #1-2
J48 Machine Robo #45/ Dragomar #15-16, 18/ Saint Seiya #32-34/ Hiatari Ryoko (3eps)/ Ghost City
J49 Z Gundam #36-38, 43-48, 50/ Gundam ZZ #1-3,5
J50 Bubblegum Crisis/ Hikarion/ Gundam ZZ #47/ Amaitsu Hime (1 ep)/ Lovely Betty/ Mamongatari/ Wings of Honneamise Special/ M.D. Geist/ Urusei Yatsura
J51 Hokuto no Ken 2 #111-114/ City Hunter #1-2/ Zillion #2/ Orange Road #1
J52 Crusher Joe/ Fandora II, III
J53 Speed Racer (7 eps)/ Macross: Boobytrap/ Superman (8 Max Fleischer eps)
J54 Dirty Pair #1-14
J55 Dirty Pair #15-25

The new tape policy is pretty simple:

1) Either send tape or money for tape and also include money for return postage. The prices are— regular tape $5.25
   — high grade tape $6.25
   — postage for tape $2.00
2) Only straight dubs are made.
3) Specify the speed you want the show to be recorded.
4) Only 1 tape per month.
5) Only VHS tapes!

The reason for these new policy is that we are still trying to make heads or tails of our previous copy commitments and this semester has been keeping us terribly busy. Those of you who still have tapes with us, please be patient. Some of the tapes are still trappe- oops! -in transit from the old dynasty to the new democratic socialist empire (that's us).



Wanna be a Panime member? Membership is free, but newsletter fee is a tiny, itty-bitty, minute amount of $5.00 for 6 thrilling issues. Also send us the following on a 3x5 card: (PLEASE PRINT)

Name
Address
Phone
Age
Favorite Shows

to: Helo Chen
P.O. Box 2454
College Station, TX 77841

** Back Issues & Specials **

Vol.	No.	Subject	$
1	1	Robotech:movie/Animagic Review	.60
1	2	Yatsura/Mechaman v. Gundam Mk. II	.60
1	3/4	(double issue) The Art of Zeta Gundam	1.35
2	1	Comics/Anime poll/Animation trivia	.60
2	2	Touch/Timeline/Mechaman/Robotech rpg	.90
2	3	MS Gundam/Kenshiro/Starblazers/Mechaman	.90
2	4	Gundam I syn/Aggiecon/video/Mechaman	.90
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Who is this Mechaman that Minami is in love with?!!

See for yourself in Image.

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Mugi, it's time for din-din.

David Barreiro "Cobra"